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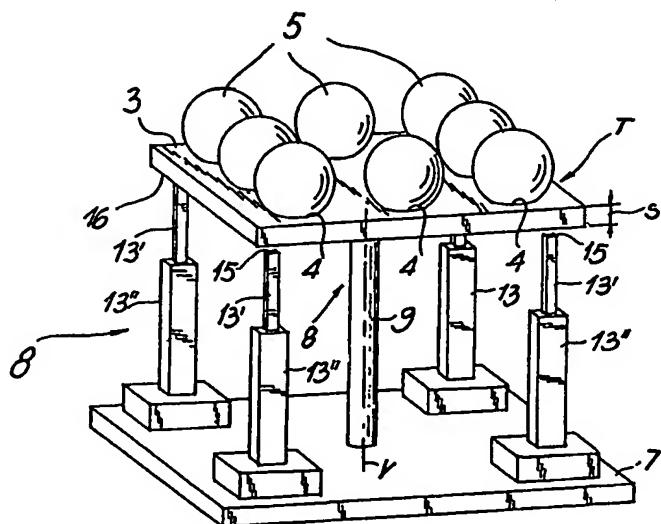
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(54) Title: GAME DEVICE, PARTICULARLY FOR SEARCHING THE STATIC BALANCE OF A BODY



(57) Abstract: A game device, particularly aimed at reaching the static equilibrium of a body, comprises a stationary base (7), a support body (2), backing means (6) for supporting the body (2) on the base (7), allowing free swinging or tilting thereof, a plurality of seats (4) associated to the body (2), a plurality of pieces (5) of predetermined weights, which may be removably inserted in the seats (4) in such positions as to hold the body (2) in a static equilibrium position (P). Control means (8) are provided, which selectively interact with the body (2) to hold it at least temporarily in the equilibrium position (P) upon insertion of the pieces (5), both/either to limit its inclination relative to the base (7), thereby preventing said pieces (5) from coming out and falling from the seats (4) and/or to check if the equilibrium position (P) has been reached.

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